

ROOT::Math::CylindricalEta3D<Double32_t>,ROOT::Math::DefaultCoordinateSystemTag>

fCoordinates

@~DisplacementVector3D@<ROOT::Math::CylindricalEta3D@<Double32_t@>,ROOT::Math::DefaultCoordinateSystemTag@>	SetPhi
DisplacementVector3D@<ROOT::Math::CylindricalEta3D@<Double32_t@>,ROOT::Math::DefaultCoordinateSystemTag@>	SetRho
DisplacementVector3D@<ROOT::Math::CylindricalEta3D@<Double32_t@>,ROOT::Math::DefaultCoordinateSystemTag@>	SetEta
Coordinates	operator*=
SetCoordinates	operator/=
SetCoordinates	operator*
GetCoordinates	operator-
GetCoordinates	operator+
SetXYZ	operator/
operator==	x
operator@!=	y
X	z
Y	r
Z	theta
R	phi
Theta	eta
Phi	rho
Eta	mag2
Rho	perp2
Mag2	unit
Perp2	
Unit	
SetX	
SetY	